NES–TB–USA

OPERATION MANUAL

HUDSON'S ADVENTURE ISLAND™

HUDSON GROUP
HUDSON SOFT®

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THE QUALITY HUDSON SOFT PRODUCT

Thank you for selecting HUDSON'S ADVENTURE ISLAND™. In order to insure your full enjoyment of this game, we recommend that you read this manual carefully and follow its instructions and suggestions.

This game is licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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WARNING

WARNING! WARNING! WARNING! WARNING! WARNING!

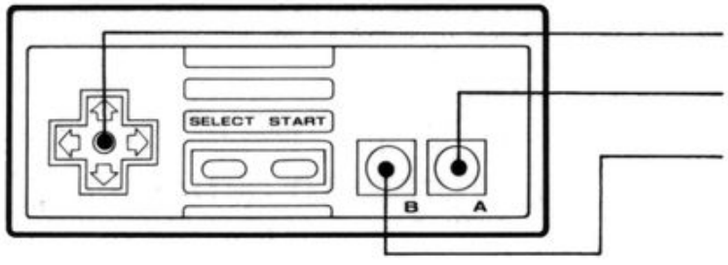
* Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
* Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
* Do not clean this device with alcohol, thinner, benzine or other volatile substances.
* Always turn the power off before inserting or removing the cassette from the main system.
* We recommend that you play this game at distance from the television screen.
* When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

THE STORY & CONTROLLER

Hudson's Adventure Island

Game Story: The Evil Witch Doctor has kidnapped Princess Leilani from Master Higgins and taken her to Adventure Island in the South Pacific. It is your mission to help Master Higgins to save Princess Leilani, but it's not going to be easy. On the island, there are forests, mountains, caves, many enemy characters, and traps waiting for you. Can Master Higgins save Princess Leilani from the Evil Witch Doctor?

CONTROL FUNCTIONS:



moves Master Higgins left and right

Master Higgins jumps

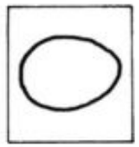
shoots weapons or push while running to make him run faster

Energy Level: Master Higgins' energy level is displayed on top of the screen.

The level will decrease as the time passes by.

By catching the fruits on the screen you will be able to add a little bit of energy back or get a bottle of milk to fill them all up. Of course, loosing all energy means the game is over.

POWER UP ITEMS



EGG

About the game: At the beginning, Master Higgins has nothing with him. As he explore the island, he will find eggs that turn into bonus item such as axe, skateboard, flower, milk, honeygirl, etc. to power up Master Higgins.

However, there is an item which won't help Master Higgins but will lower his energy level rapidly. All together there are 8 areas and at the end of each area awaits the BIG BOSSES.

You must destroy them to advance to the next area.

STONE AXE: Use "B" button to throw them

SKATEBOARD: Will move you faster but can't stop

FLOWER: Doubles the points of energy fruits

MILK: Fill up the energy of Master Higgins

HONEYGIRL: Make Master Higgins invincible for a while

EGGPLANT: Master Higgins' most unfavorite food. Takes energy away from him rapidly

There are many hidden items or stages/Find them by exploring the Adventure Island!

COBRA (loopts)

SNEIL (10pts)

FIRE (unbeatable)

POOTER (100pts)

SKELETON (10pts)

COYOTE (500pts)

BASSER (50pts)

BOSS AREA 1

BOSS AREA 2

BOSS AREA 3

BOSS AREA 4

KING C

racters of
ure Island

KELLO (200pts)

There are brown Kello and green Kello. Be careful as brown Kello jumps.

RED OCT (100pts)

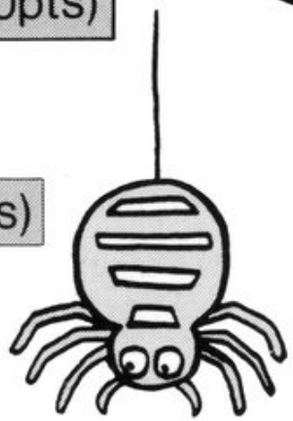
CAVAS (100pts)

ICE (20pts)

WALER (100pts)

BLUE OCT (200pts)

ZIGMO (50pts)



UILLER 5000pts

BOSS AREA 5

BOSS AREA 6

BOSS AREA 7

BOSS AREA 8

FCC REGULATIONS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equpment does cause interfernce to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

------Reorient the receiving antenna
------Relocate the NES with respect to the receiver
------Move the NES away from the receiver
------Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/ television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-000345-4.

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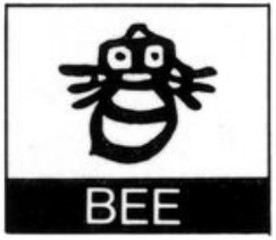
"Continuing Option"

You can access this "Continuing Option" by pushing the right side of the movement control button and the START button. However, you are only allowed to use the "Continuing Option" after finding an egg which contains the BEE somewhere in Round 1 of Area 1.



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